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IN THE SPECIFICATION

Please replace the paragraph on page 9, lines 3-15 with the amended paragraph as follows:

Volatile session-state data is data that does not require permanent storage on a permanent storage device 137. Rather, after execution by a managing module, the session-state data is stored temporarily in the RAM 136 by the processor 135 and later discarded. Referring to FIG. 1, non-permanent session-state data executed by the managing modules 132-1 at the primary head-end controller 130-1 is stored on the corresponding memory [[135-1]]136-1. Copies of the non-permanent session-state data are made and transferred periodically in frequent intervals during each session instance, from the current processing head-end controller (i.e., primary head-end controller 130-1) to the other head-end controller (i.e., secondary head-end controller 130-2) as a method of redundant data storage. In an instance where the primary head-end controller 130-1 fails, the secondary head-end controller 130-2 will utilize the most current session-state data from the primary head-end controller 130-1. Updating the RAM 136 at each head-end controller 130 is frequent enough to avoid a system crash in the event of such primary head-end controller failure.

Please replace the paragraph on page 9, line 26 through page 10, line 2 with the amended paragraph as follows:

Referring back to FIG. 1A, each head-end controller 130 has a variety of managing modules 132 stored thereon. Each managing module has a distinct function for managing and processing specific data at different times. For example, a portion of the managing modules are dedicated to processing session-state data[[,]] that is generated during the subscriber's requests for video content. Other managing modules manage video asset allocation and storage at either the head-end or some other remote location. Still, others manage the subscriber equipment and billing requirements.

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